

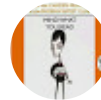


Sean Smith

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Game Chef 2014



Sean Smith

Discussion - 11 May 2014

There is no book
in the fiefdom, not since the ogre-poet came.

For nigh on eight years, the ogre-poet has terrorised the wildfolk of the realm, feasting on their flesh when e'er he finds them. The only safety was found in literature: the ogre-poet would wander off distracted by the book and forgetting his hunger for the day.

In three days' time, the sickle moon is set to rise and the ogre-poet will again venture out on n his fleshfeast.

You have three days to stop him.

8

1



5 comments



Sean Smith 11 May 2014

I'm forseeing four races; each tied to a playingcard suit.

The spayed are hulking eunuch cats; ageless and conservative. The hertfolk
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are tall and proud with intricate and beautiful antlers. The leathmen were born without skin and learned to live by leaving leaves upon their flesh. The adren are four-armed pseudosnakes, known as much for their toothless jaws as the diamond-pattern upon their back.



Sean Smith 11 May 2014

I know I want to use playing cards (this will then form a third game that uses a single deck with a couple of easy to find materials) but otherwise am unsure of how my mechanics will progress. I'd like the game to run as a one-shot RPG, taking a few hours at least.

Since writing these, I've had the brain-child of somehow using kennings, but as yet I'm unsure. I'll likely want to piggyback on a known system to make tuition simpler.



Doug Ruff 11 May 2014

I like this a lot, especially the opening post. If you're using kennings, does using kennings to name an object somehow give you more power over that object? I'm intrigued.



Sean Smith 12 May 2014

At the moment, I'm using the solitaire variant of Aces Up / Easthaven to storify challenge/overcoming. Though if I go with kennings, it'll probably do something like euchre.

But yeah, a kenning either grants more power with an object or instead brings it into being. I'm not sure how much "magic" I want in this.



Sean Smith 14 May 2014

I'm now at a point where I'm about to write up the mechanics.

The game is a variant of Aces Up / Easthaven, which has four piles each dealt a card. In CONTEMPT FOR THE OGRE-POET, each player has a pile dealt to them. In Easthaven, if two cards of a suit are visible, the lowest value is discarded; in this game, the player with the higher value describes how they assist with the current complication and takes the discarded card into their own discard pile. When a new set of cards are dealt to all players, the player holding the deck explains how the challenge develops, precisely with the complications that turn up.

The story is told in three passings through the deck. Each passage is telling the tale of one day's task (e.g. venturing into the northern wilderness to uncover the ancient owlbear library). The first passage must reach 36 cards, the second 42 and the final 48 cards. Shortfall may be made up by losing words that could form kennings...

Players begin with ten nouns each - a descriptor of their race, SOAK, WILD, GLITTER, SICKLE and five nouns to describe their personality / personal effects.

>Players can cross off one of these words to make up to the value of the discard target at the end of the day (if the party have 33 cards, three players could each lose one word to move onto the next round).

> Players can also combine two of their words into a kenning to activate a race-specific ability. For example, two nines of different suits are visible on the pack, and no legal discards can be made. McVenis, a hartfolk, combines TIME and SICKLE and describes a fast onset of rot that clears the trees blocking their path. The two nines are discarded to McVenis' pile.

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